

Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A game simulator which imparts vibrations to an operator by driving a vibration mechanism in accordance with a generation of a given simulation state, the simulator comprising:

a simulation calculation section which performs a simulation calculation to manipulate a simulator object in accordance with an operational input from an object operating section during simulation;

a vibration mechanism control section which drives the vibration mechanism on condition that a predetermined vibration occurrence simulation state has occurred during simulation based on the operational input from the object operating section; and

a vibration condition setting section which ~~receives~~ performs processing for accepting a vibration condition setting which specifies the vibration occurrence simulation state, ~~by a separate in accordance with an~~ operational input from an operating section for specifying during simulation a vibration condition setting,

wherein the vibration condition setting section performs condition setting processing to ~~receive a setting~~ set vibration conditions of a vibration content which includes at least one of vibration intensity, a vibration pattern and vibration length of the vibration mechanism, in the vibration occurrence simulation state specified by the vibration condition setting, and

wherein the vibration mechanism control section drives the vibration mechanism relating to the set vibration content, when the vibration occurrence simulation state specified by the vibration condition setting occurs.

2. (Original) The simulator as defined by claim 1,

wherein the vibration condition setting section performs condition setting processing to display a vibration condition setting image on a display and receive the vibration condition setting by an operation input from the operating section for vibration condition setting to store in a storage section.

3. (Previously Presented) The simulator as defined by claim 1,

wherein when a plurality of the vibration occurrence simulation states occur simultaneously as conditions that cause the vibration mechanism to vibrate, the vibration mechanism control section synthesizes a plurality of the vibration contents that have been set by the vibration content setting section and controls the vibration mechanism.

4. (Previously Presented) The simulator as defined by claim 2,

wherein when a plurality of the vibration occurrence simulation states occur simultaneously as conditions that cause the vibration mechanism to vibrate, the vibration mechanism control section synthesizes a plurality of the vibration contents that have been set by the vibration content setting section and controls the vibration mechanism.

5. (Previously Presented) The simulator as defined by claim 1,

wherein when a plurality of the vibration occurrence simulation states occur simultaneously as conditions that cause the vibration mechanism to vibrate, the vibration mechanism control section controls the vibration mechanism in accordance with degrees of priority assigned to the simulation states.

6. (Previously Presented) The simulator as defined by claim 2,

wherein when a plurality of the vibration occurrence simulation states occur simultaneously as conditions that cause the vibration mechanism to vibrate, the vibration mechanism control section controls the vibration mechanism in accordance with degrees of priority assigned to the simulation states.

7. (Previously Presented) The simulator as defined by claim 3,

wherein when a plurality of the vibration occurrence simulation states occur simultaneously as conditions that cause the vibration mechanism to vibrate, the vibration mechanism control section controls the vibration mechanism in accordance with degrees of priority assigned to the simulation states.

8. (Currently Amended) A method of controlling a game simulator which imparts vibrations to an operator by driving a vibration mechanism in accordance with a generation of a given simulation state, the method comprising:

performing a simulation calculation to manipulate a simulator object in accordance with an operational input from an object operating section during simulation;

driving the vibration mechanism on condition that a predetermined vibration occurrence simulation state has occurred during simulation based on the operational input from the object operating section; and

~~receiving-performing processing for accepting~~ a vibration condition setting, which specifies the vibration occurrence simulation state, ~~by-in accordance with an~~ operational input from an operating section for specifying during simulation a vibration condition setting,

wherein when ~~receiving-performing processing for accepting~~ the vibration condition setting, which specifies the vibration occurrence simulation state, condition setting processing is performed to receive a setting of a vibration content which includes at least one of vibration intensity, a vibration pattern and vibration length of the vibration mechanism, in the vibration occurrence simulation state specified by the vibration condition setting, and

wherein when driving the vibration mechanism on condition that the vibration occurrence simulation state has occurred, processing to drive the vibration mechanism is performed relating to the set vibration content when the vibration occurrence simulation state specified by the vibration condition setting occurs.

9. (Previously Presented) The method of controlling a simulator as defined in claim 8, further comprising:

performing condition setting processing to display a vibration condition setting image on a display and receive the vibration condition setting by an operation input from the operating section for vibration condition setting to store in a storage section when receiving the vibration condition setting, which specifies the vibration occurrence simulation state.

10. (Previously Presented) The method of controlling a simulator as defined in claim 8, further comprising:

synthesizing a plurality of the vibration contents that have been set and controlling the vibration mechanism when a plurality of the simulation states occur simultaneously as conditions that cause the vibration mechanism to vibrate, at the time of driving the vibration mechanism on condition that the vibration occurrence simulation state has occurred.

11. (Previously Presented) The method of controlling a simulator as defined in claim 9, further comprising:

a plurality of the vibration contents that have been set and controlling the vibration mechanism when a plurality of the simulation states occur simultaneously as conditions that cause the vibration mechanism to vibrate, at the time of driving the vibration mechanism on condition that the vibration occurrence simulation state has occurred.

12. (Previously Presented) The method of controlling a simulator as defined in claim 8, further comprising:

controlling the vibration mechanism in accordance with degrees of priority assigned to the simulation states when a plurality of the simulation states occur simultaneously as conditions that cause the vibration mechanism to vibrate, at the time of

driving the vibration mechanism on condition that the vibration occurrence simulation state has occurred.

13. (Previously Presented) The method of controlling a simulator as defined in claim 9, further comprising:

controlling the vibration mechanism in accordance with degrees of priority assigned to the simulation states when a plurality of the simulation states occur simultaneously as conditions that cause the vibration mechanism to vibrate, at the time of driving the vibration mechanism on condition that the vibration occurrence simulation state has occurred.

14. (Previously Presented) The method of controlling a simulator as defined in claim 10, further comprising

controlling the vibration mechanism in accordance with degrees of priority assigned to the simulation states when a plurality of the simulation states occur simultaneously as conditions that cause the vibration mechanism to vibrate, at the time of driving the vibration mechanism on condition that the vibration occurrence simulation state has occurred.

15-16. (Canceled)

17. (Previously Presented) A computer-readable information storage medium which stores a program for implementing the method of claim 8.

18. (Previously Presented) A computer-readable information storage medium which stores a program for implementing the method of claim 9.

19. (Previously Presented) The simulator as defined by claim 1, wherein the vibration condition setting section receives a setting of vibration control that includes vibration intensity, vibration pattern, and vibration length for each vibration occurrence simulation state.

20. (Previously Presented) The method of controlling a simulator as defined by claim 8, wherein the vibration condition setting section receives a setting of vibration control that includes vibration intensity, vibration pattern, and vibration length for each vibration occurrence simulation state.

21. (Previously Presented) The simulator as defined by claim 1, wherein the vibration condition setting section receives a setting of vibration control from a user.

22. (Previously Presented) The method of controlling a simulator as defined by claim 8, wherein the setting of vibration content is by a user.